PlayStation®

NTSC U/C

PlayStation®

WILD 9™

Torture Your Enemies

TEEN

CONTENT RATED BY ESRB

SLUS-00425
MN-PSX-445-0

Shiny ENTERTAINMENT™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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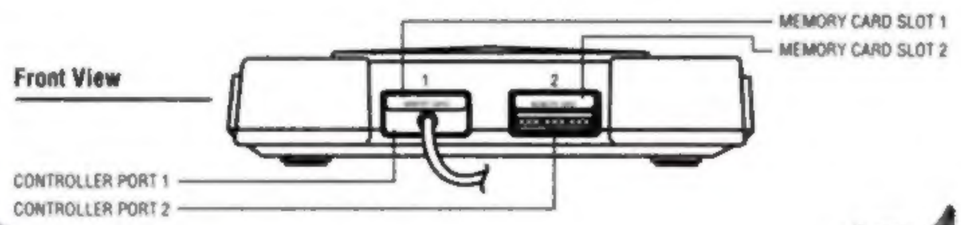
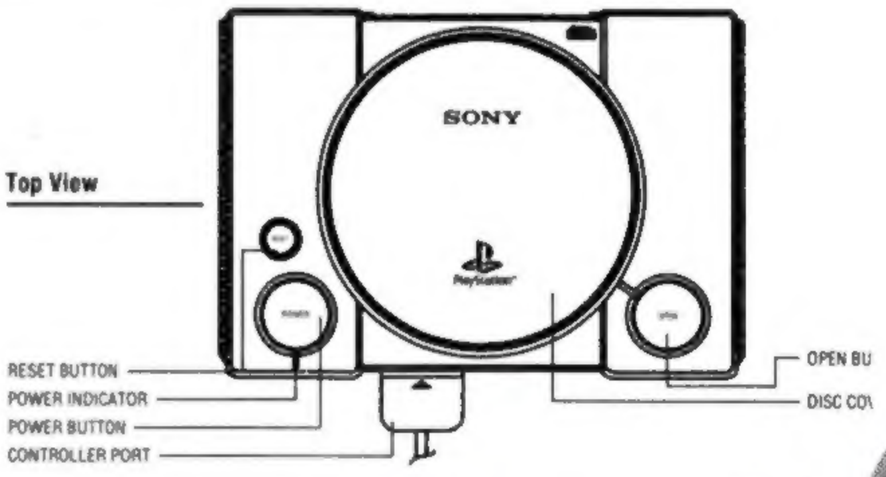
INSTRUCTIONS FOR USE

1. Buy a PlayStation® game console.
2. Buy Wild 9™.
3. Buy a television.
4. Buy another copy of Wild 9 just in case you lose (or loan out) the first copy you bought.
5. Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Wild 9 disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.
6. Order a pizza.
7. No anchovies.
8. Buy another copy of Wild 9 to send to a family member for their birthday/holiday/no special reason.
9. Take a bath. (Do not, however, attempt to take a bath while playing Wild 9 or any other PlayStation game!)
10. Continue reading the manual.
11. Play Wild 9.

Console

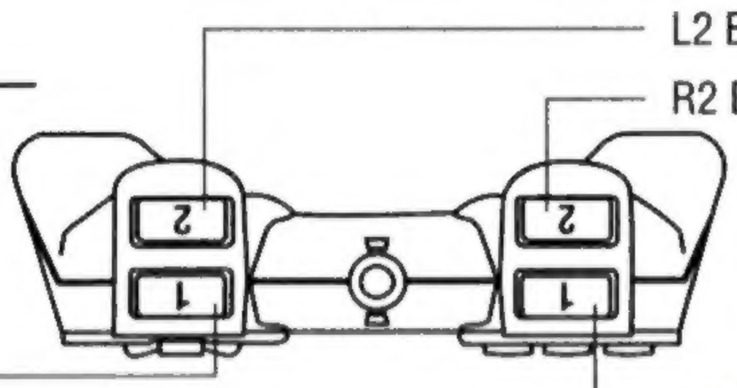




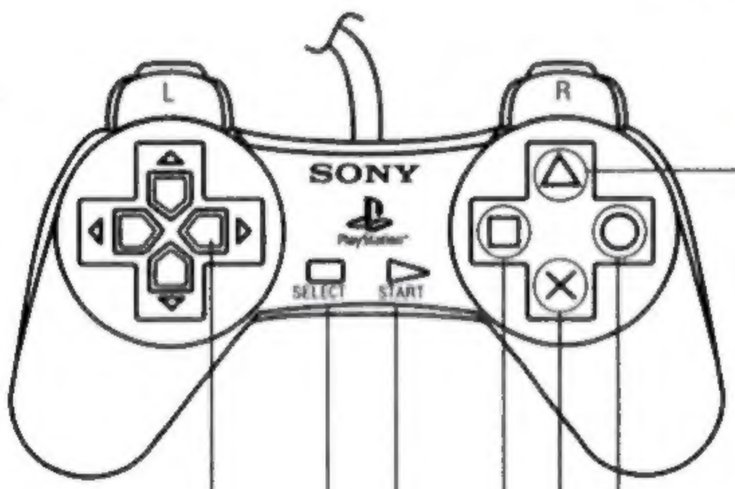
CONTROLS

Controller

Front View



Top View



DEFAULT CONFIGURATION

□ Fire the Rig

× Jump

△ Use Secondary Weapon

START - Pause/Resume the Game

Directional Buttons

UP - Look Up
DOWN - Crouch
LEFT - Run Left
RIGHT - Run Right

The aftermath...

The ground was still covered with wispy layers of smoke, clearing slightly in the aftermath of the battle that had taken place that morning. Ash, green slime, and burnt metal covered the ground for hundreds of yards. In the near distance, the trawler – home to the Wild 9 – lay in near ruins...

"WEX! WEX, WAKE UP! SOMEBODY GET A DOCTOR! SOMEBODY GET ME A MED-KIT AND A SANDWICH... OOOH, I KNOW THE OTHERS ARE GONNA BLAME ME FOR THIS..."

Wex Major awoke with a start. "Wha... oww! Feel like I've been blindsided by a Munroian Canuk! B'Angus, what happened?"

"I'M FINE, THANKS FOR ASKING! SURE, I RISK LIFE AND LIMB TO KEEP YOU FROM FALLING INTO THE SHOCKTROOPERS HANDS, AND YOU DON'T EVEN CARE IF I'M OK!"

"Shocktroopers! I was sleepin', felt something like a meteor hit the trawler, and then nothing... what happened," Wex asked. Quickly adding a, "Thanks for saving me, buddy" before B'Angus again started ranting.

"Well, somehow Karn found out where we were, and sent a transport of his elite Shocktroopers in to take us by surprise. From where I found you, it looks like you got thrown out of the trawler by the first blast. Man, you were a mess, I mean, not that you don't look lousy now, but jeez, I've never seen you look that bad, unless you count that time when you ate all those berries on Cyleop 5 and had that allergic reaction. Boy, I thought we'd lost you there. You looked really awful then... oh, and there was that one other time when you nearly killed yourse..."

"B'ANGUS! Back to this morning please."

"Oh, yeah, well... anyway, most of the team was pretty stunned by the first blast. They recovered quickly, and I took charge of the situation since you were

out of commission." Wex groaned at hearing that. "Hey, you ok, kiddo? Think something inside is broken? I can get a med-kit?" After a second of no response from Wex, B'Angus continued, "So... I send Volstagg around to try and flank 'em on the right, Boomer around to the left, Crystal and Pokkit – who, by the way, broke his own record of uselessness by producing over 37 different items before grabbing a weapon, and that was a slingshot, I might add – hit 'em with Nitro over and over. It looked like the tide was turning in our favor. My master strategy was working!

Well, leave it to the other half of the diminutive dynamic duo to mess it up..."

Wex almost didn't want to ask, but found himself asking, "What'd Pilfer do this time...?"

"You shoulda seen it. Champ, if you were there, he wouldn'tve even thought about it. But would he listen to me? Nooooo!" B'Angus was becoming more agitated with each word that passed over his lips. "Why, that lunatic gets the big idea in his head to try and run the Shocktroopers down with the trawler! Apparently, it was on the advice of 'Dr. Rasponovich'!"

Wex groaned again. Pilfer was a true lunatic, not a sane bone in his body. Dr. Rasponovich was a lizard that Pilfer carried everywhere with him and according to Pilfer, the doctor constantly gave him advice. "So," Wex tentatively began, "what happened?"

"Oh, it was ugly kid... Really ugly. THE HORROR. THE HORROR. With the damage to the trawler's controls and all the smoke, Pilfer cut off Ramzig, who couldn't see in the smoke and ran into the side of trawler – effectively knocking him out. Pilfer then managed to get two Shocktroopers on the way to practically shattering Crystal and turning MacSheen into a hunk of scrap metal. I was lucky enough to get out of the way before he could flatten me like he did Boomer... oh, the humanity of it all," B'Angus stopped to catch his breath.

"What happened to Boomer!" Wex asked a bit hurriedly. His feelings toward Boomer were well known by all the team, and especially B'Angus. Nobody would come between Wex and B'Angus, if B'Angus could help it.

"Oh, she's fine... I suppose. I mean, she was wrapped up in that silly tartan of hers, screaming and swinging that tree trunk she calls a staff. Well, Pilfer

managed to miss her with the trawler... mostly. He clipped her in the back of the head with one of the rear guns as he tried to run over another Shocktrooper. To add insult to injury, he missed the trooper. She's probably got a nasty headache right about now...

So her staff goes flying through the air and cracks Henry, meanwhile, Nitro's totally worn out from exploding over and over, and is basically useless. With just Pilfer – in the now totally inoperative trawler – and me against all the Shocktroopers, it made sense to take advantage of all the confusion and hide you and figure out what to do. The troopers just left about a half hour ago, assuming that you were blown to bits in the initial attack. That pretty much sums up my morning, how was yours?"

Wex couldn't believe it. After months of evading Karn's forces, eluding traps that lay everywhere for the Wild 9, it was all crumbling around him. He felt the sting of defeat for the first time, and it didn't feel too good.

"So, where's everyone?" he asked.

"Well, the troopers took everyone else. They had these little weird green guys with 'em, too. Weird, I tell you! Weird! These pipsqueaks were all over the place, blowin' up on contact with just about anything – sorta like Nitro, only green, really, really small, leave a huge slime puddle, and they don't recover from the blast... but otherwise they're just like Nitro. Well, I mean, they explode like Nitro, but that's really the only resemblance. But still, there were hundreds of these things bouncing all over the place! Oh, the humanity!" B'Angus cried. "That's the right phrase, isn't it," he asked, "oh, the humanity?"

Wex nodded, "yeah, that's the right expression..."

"Anyway," B'Angus went on, "just me and the bumbling idiot are all that got away. Pilfer's already replaced the 'Wild 9' with 'Kind of Loud 3' on the side of the trawler. He's working on repairs, but it's going to take some time. The others, well, they're probably strewn throughout the cluster by now. Karn isn't stupid enough to lock 'em up together. It'd make a rescue or breakout too tempting... looks like it's just the three of us. Whaddya say we dump 'psycho'

and strike out on our own? I know this cluster like the back of my wing. We'll still look for your parents," he added, "just in a more... quiet sort of way. The ridge up there..."

"Where's the nearest place that the troopers would have taken one of the 9's?", Wex interrupted. "Is the jetbike still functioning?"

"Yeah, the jetbike wasn't damaged at all. Well, any more than the last time you took it out... remember how you almost killed yourself landing back on th..." B'Angus stopped himself for once, cocked his head to the side, and studied Wex' face.

"You aren't thinking of trying to rescue everyone single-handedly, are you? Look, babe, you're the best I've ever seen, but you'd get creamed!" B'Angus started fidgeting around his home in the Rig like he always did when he was nervous, his voice rising into shrill, excited tones, "We gotta get out of here. The troopers are bound to come back soon to reclaim the trawler, and they're probably not going to be to happy about you still being alive!"

"No," Wex said as he got on his feet, "I'm going after them. All of 'em. They put their faith in me, and now it's time for me to show them it wasn't a mistake... You stay here with Pilfer and get the trawler repaired."

"What? Are you sure you aren't suffering delusions!? You starting to buy into the 'Chosen One' stuff? You'll never free the others without my help! The Black Sheep himself couldn't keep me from going with you, well, maybe he could... Somebody's got to watch your back, and who better than me?" B'Angus put on his best fighting face.

That was almost too easy, Wex thought. "All right, I will need some help. And you are the best, so I guess it's up to us. Where to first?"

"Bombopolis. Gotta be. It's close. Heavily secured. Gotta be there." B'Angus was now pacing back and forth like a general plotting an attack. "It'll be tough. But as we head further from here, towards the center of the cluster, towards Karn's palace, it'll just get tougher and tougher." He was starting to worry himself now, thinking about the dangers that lay ahead, brow becoming more tightly knit with every step he took.

Wex flexed his right hand, and the Rig clicked and hummed to life. B'Angus

stopped pacing and looked at Wex. With a simple flick of the wrist, an enormous energy bolt leapt from the Rig on Wex's shoulder to a nearby boulder. A slight turn of the wrist, and the beam picked up the boulder with ease, held it there and then slammed it into the ground. Nothing but dust was left. The Rig's humming slowly faded, "Karn," Wex spoke up to the sky, "you'd better pray that none of my friends have been harmed or you'll curse the day you were created..."

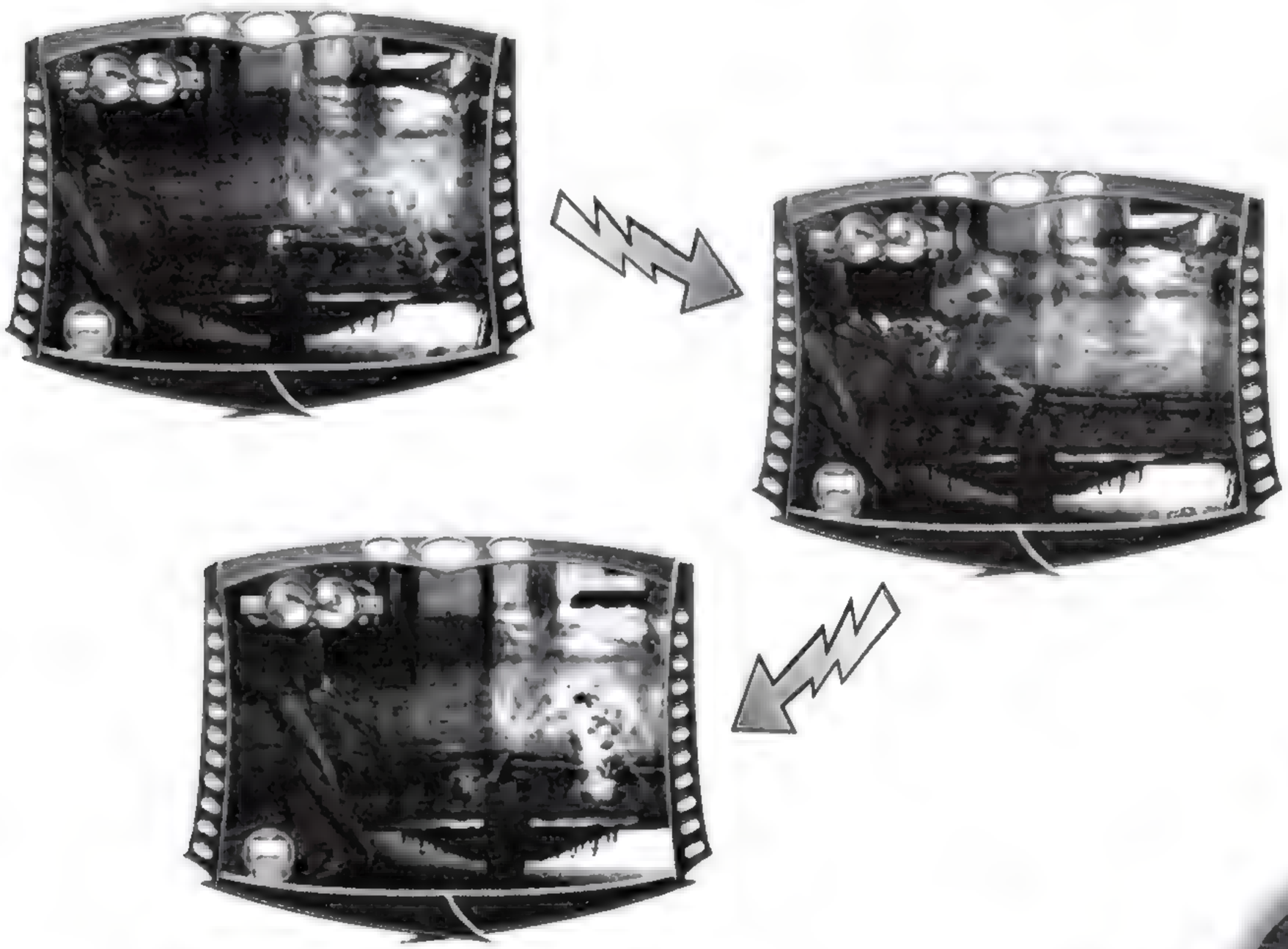
An audible 'ulp' came from B'Angus. He had never before seen Wex so angry, nor had he realized how easy it was for Wex to destroy something as massive as the boulder. Maybe it wouldn't be so bad after all. "Boy, would I hate to be one of Karn's Shocktroopers now..." he thought as Wex headed toward the damaged trawler to get the jetbike.

"Little exploding green men?" Wex mumbled again and again as he approached the trawler. What could they be? What did they mean?

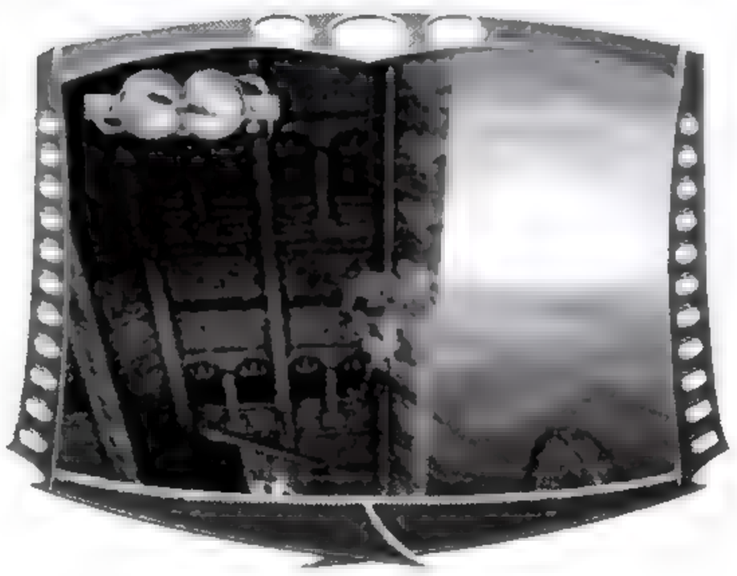
THE RIG

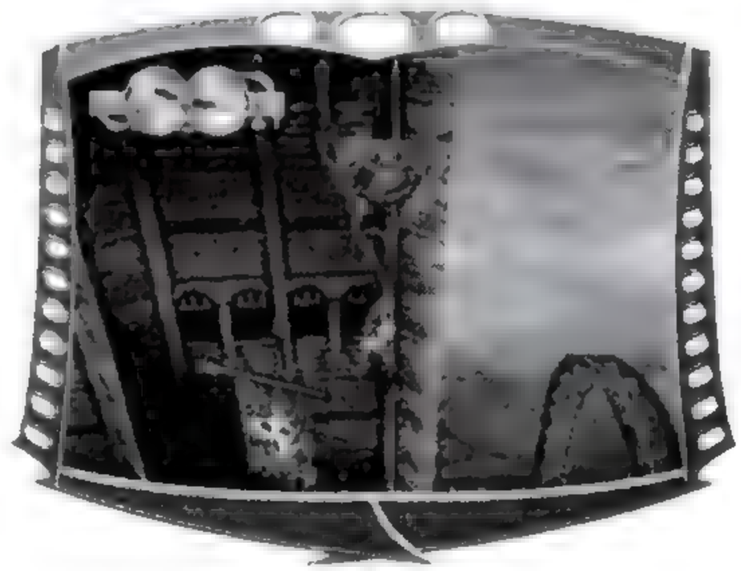
Using the Rig is pretty straightforward, but there are some tricks to using it effectively...

1. The easiest way to kill an enemy is to shoot them with the Rig, and while holding down the square button, roll your thumb left and right over the Dpad to slam them into the ground.

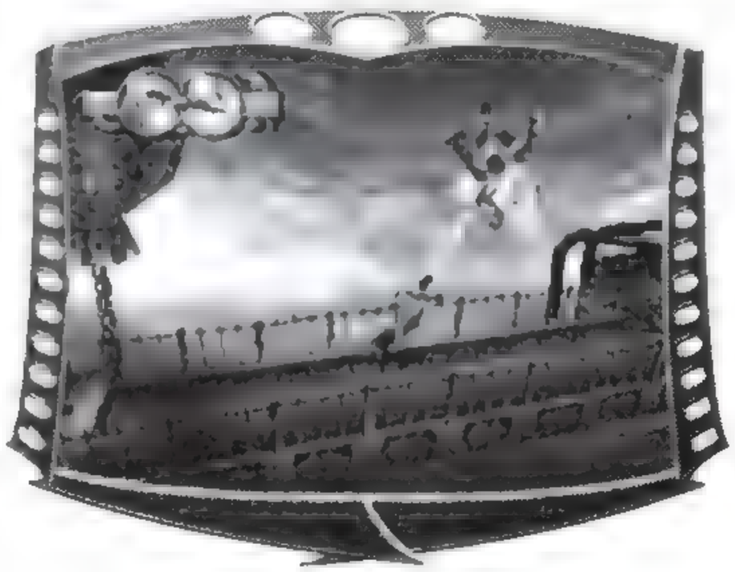


2. When using the Rig as a rope swing, pressing up and down on the Dpad will extend or shorten the beam's length – allowing Wex to swing to some inaccessible areas.

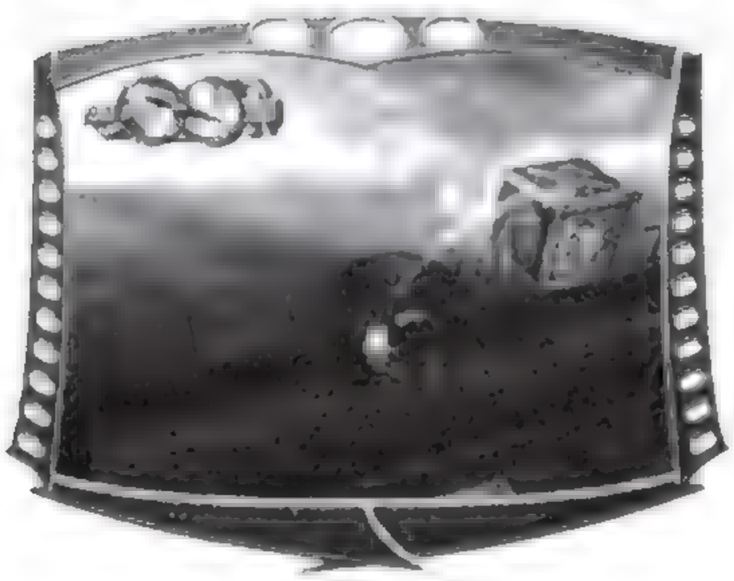




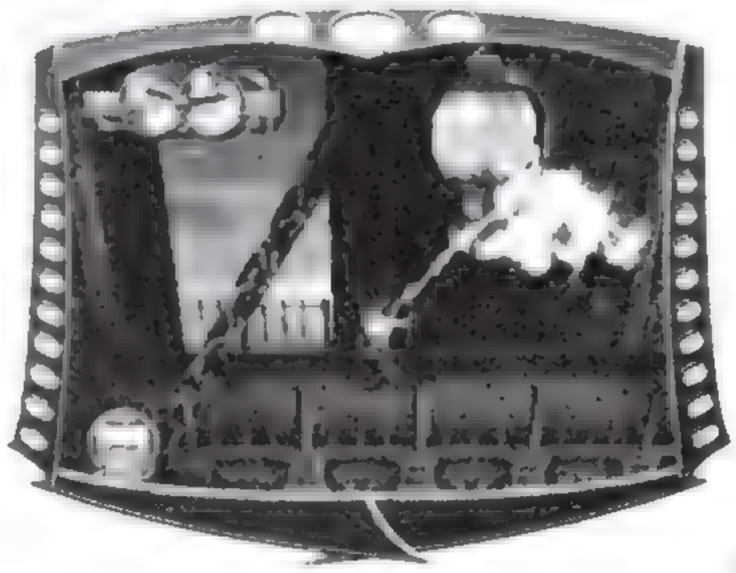
3. Pressing the Dpad up at a 45 degree angle is the best way to carry somebody using the Rig.



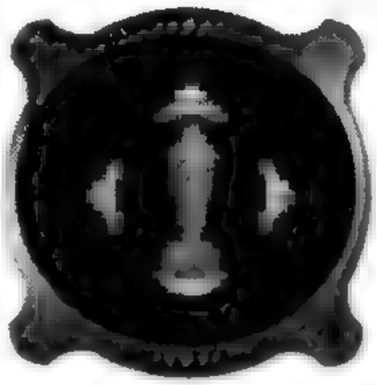
4. The Rig isn't only good for killing enemies, it's also invaluable for moving stuff around that's too heavy to lift. (oh, sure, you can also use it to move enemies around too... hmm, wonder what would happen if you threw an enemy into...)



5. If you collect enough energy spheres, Wex'll get supercharged and go into 'red' mode! When the Rig is in 'red' mode, it'll shoot farther, for a longer period of time, and it can break open places that you couldn't access before!



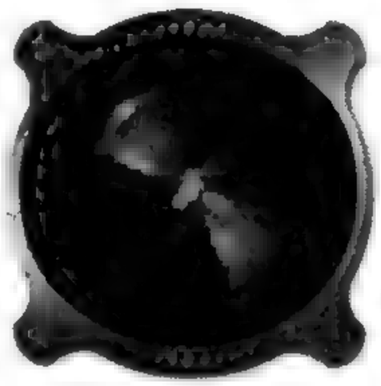
OTHER WEAPONS AND COOL STUFF



MISSILES

These missiles blow up stuff real good! Some are homing missiles too, so you don't even have to worry about aiming them! Joy of joys!

GRENADES

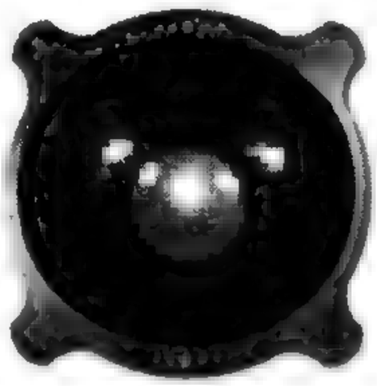


Want to clear a whole room of Shocktroopers? Toss in one of these babies and cover your ears, cause it's gonna be loud! Bring a dustpan with you, because wherever these go off, it's going to need some major cleaning afterwards.

GEARS

Collect 99 of these to earn yourself a free continue!

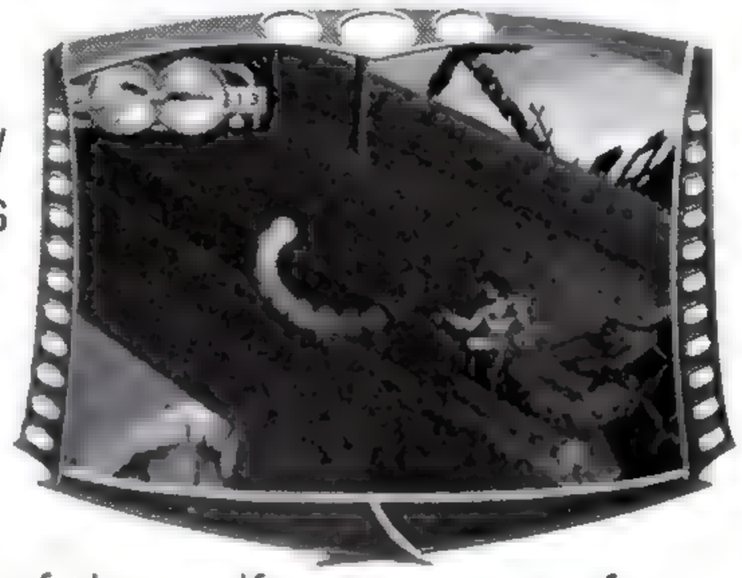
ENERGY SPHERE



The bad dudes release some energy when they die, if you grab em, they'll add more power to the Rig. It'll last longer and shoot further (not to mention, it'll eventually get the Rig into 'red' mode.)

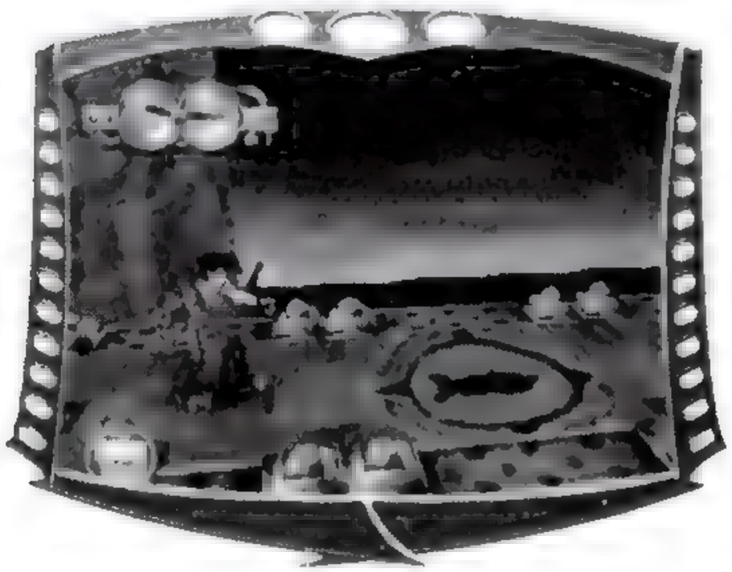
B'ANGUS BOX

Along the way, I'll be popping in to see how you're doing. Since I know the cluster so well, I may have some tips that will help you through some more difficult areas...



CHECKPOINT

Pop yourself into this and if anything really nasty happens to you, Wex will restart the level from this point rather than the beginning of the level.



FLOOR MISSILE GENERATOR

Whenever you see one of these, if you are out of missiles, a member of the resistance will bring you a fresh supply.

THE JETBIKE

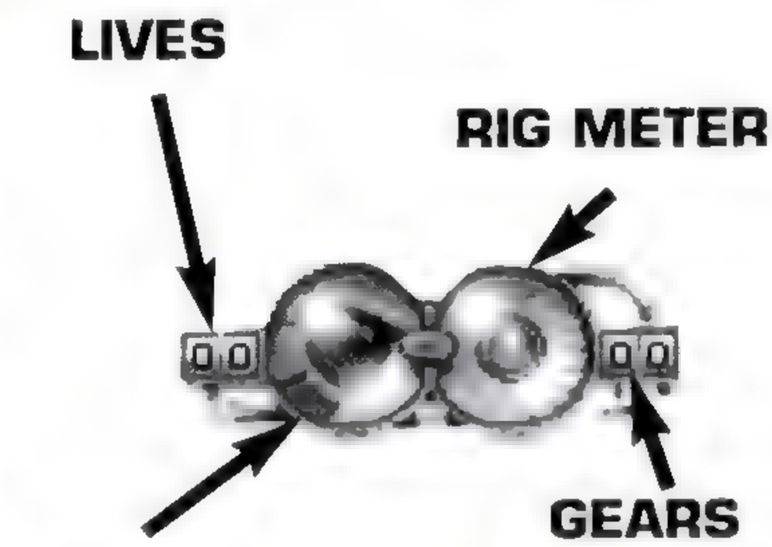
Hey, it's so easy to use, my mother could fly one!

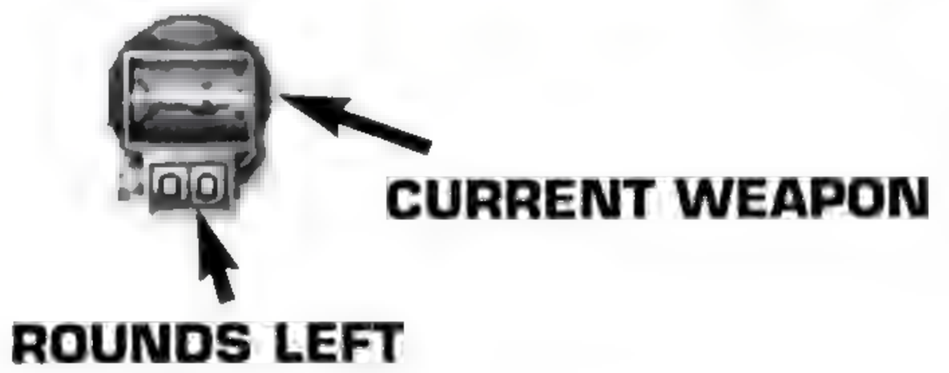
1. Use the Directional Buttons to steer.
2. Use the ✕ button to accelerate.
3. Use the □ button to fire.
4. When riding a beast, use the ✕ button to jump, using the △ button will initiate the beast's scream attack.

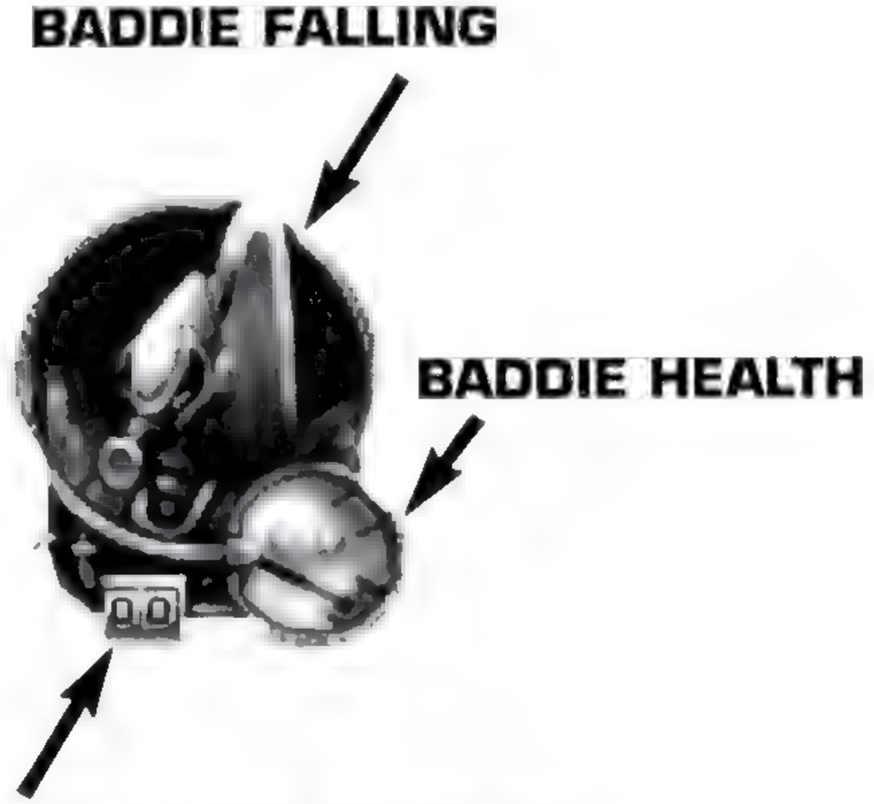
FREEFALL

1. Use the Directional Buttons to steer.
2. ✕ – Tuck Position to accelerate.
3. □ – Grab the Shocktrooper and throw him into the walls.

ON-SCREEN DISPLAY







THE WILD 9 TEAM ROSTER

WEX
-MAJOR-

The charming and quick-witted leader of the Wild 9, Wex Major uses both of these assets to hold his ragtag team together. He possesses 'the Rig' weapon system, and much to his amazement, he is the only person capable of operating this powerful weapon. As a result, Wex Major is rumored to be 'The Great Champion'; the mystical folk hero believed to lead the oppressed people of the Andromeda Galaxy to defeat Karn and his forces. Wex Major has reluctantly agreed to lead this motley crew upon the condition that once he finds his kidnapped parents in this enormous galaxy, he will leave to return back to Earth.

B'Angus*

(*With a Silent "B")

B'Angus is the pesky critter that permanently resides in Wex's Rig. B'Angus is a refugee of sorts; hiding for dear life from his arch-nemesis, 'The Black Sheep', in the only indestructible container in the entire galaxy...the Rig. His loyalty to Wex and the Wild 9 is second to none...too bad his cowardice is greater.

MacSheen

Mac can often be found hitting on Boomer or boldly posturing about his prowess in just about any activity. "Careful? Careful's my middle name!" Mac acts as a 'living' battery system, complete with hundreds of possible attachments, enabling him to transform into anything the team needs at the time; radar dish, vehicle or even a huge gattling gun for Volstagg to use. (Mac doesn't dig that last one all that much, even though he and Stagg are great buddies.) This highly self-assured mechanical teen can be likened to a 16-year-old who just received his driver's license...and a brand new Ferrari!

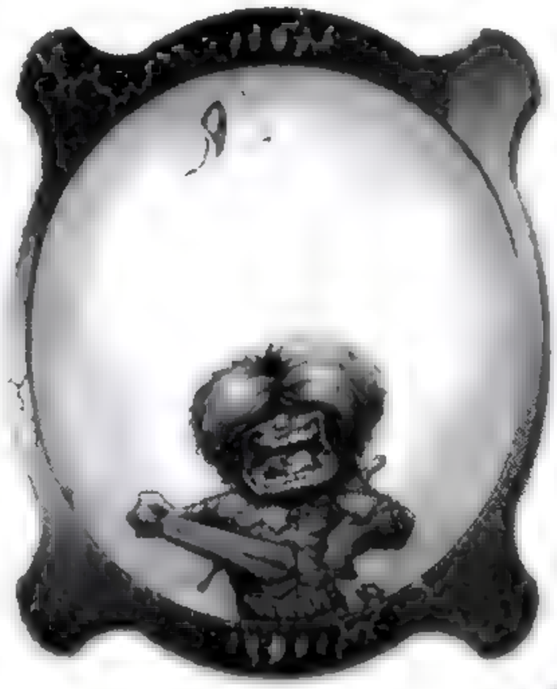
VOLSTAGG

The final piece of the 'wild trio' (composed of Wex Major, Stagg, and Mac), Volstagg is the strong man of the Wild 9. Volstagg was once a normal-looking prince and heir to an entire kingdom. A young man in search of adventure, Stagg left his castle one day only to be kidnapped by a group of Karn bio-geneticists. Their experiments left Volstagg in the physical shape he is now, with the strength of three silverback gorillas and the agility of a gazelle. He returned back to his home to find it in ruins, destroyed by Karn's army. He's big. He's bad. And now he's got a major bone to pick with Karn.

Boomer Mc Twist

This spunky, Scottish redhead of the Wild 9 is no stranger to action. This seemingly innocent young lady is the daughter of the now-deceased, famed Scottish superhero, 'The Tartan Spartan'. Boomer now carries her father's tartan superhero outfit in a sling on her belt. When things get harried, look out! In one fell swoop, Boomer throws the tartan, enabling her to possess the superhuman strength that was once her father's. Her devotion to the Wild 9's cause is absolute...provided she doesn't kill B'Angus first.

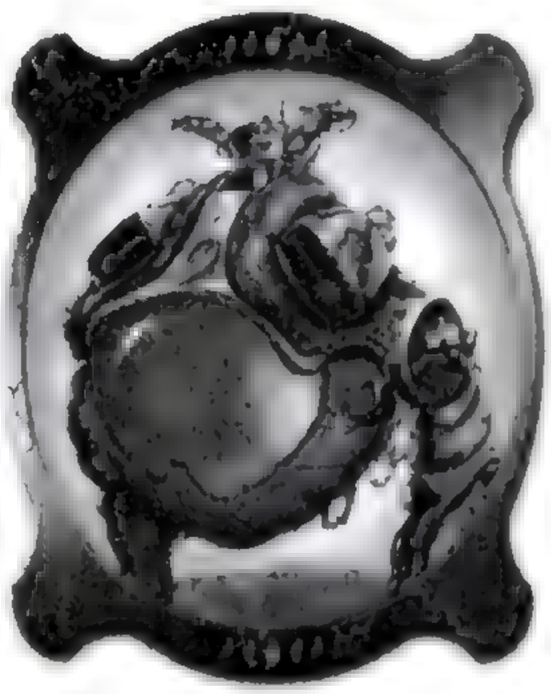
Pokkit



If Pokkit went to High School, the caption under his yearbook photo would read; "Most Likely to Die Sad and Alone." This pitiful little guy so desperately wants to be accepted by his teammates. The big-hearted Pokkit even goes to such lengths as to tie a bike flag to his 3'4" body, so that his presence can be noticed at even 6'. Pokkit is an experiment in 'bio-warping' technology. He wears a jacket covered in pockets, from which he ideally can produce any object he needs.Too bad it doesn't work out that way. When they need to get out of a jam, Pokkit will reach in and produce a doughnut. And when the 9 are starving in a desert, you can be certain that Pokkit will produce a bazooka. Now can you see WHY Karn got rid of this experiment?! This walking junkdrawer is Pilfer's whipping boy. The usually sour hair of Crystal has the biggest of crushes on Pokkit. And the rest, well they just normally don't even notice him.

Crystal

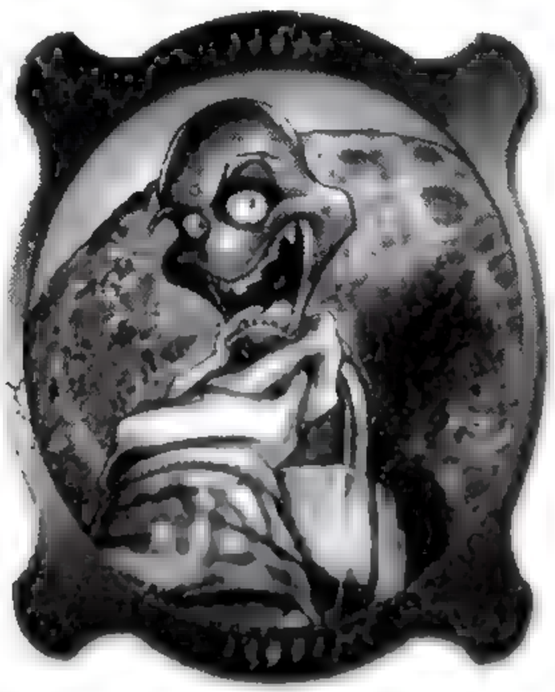
Pure living crystalline. Crystal is, by far, the team's most intelligent member, and something of a science geek. She is the tactical and analytical support for her leader Wex Major. She has absolutely no evidence of emotion on her physical body, but there is something much more unique about her...she has a head of living hair! The hair is boisterous, and basically is the outlet that expresses all of Crystal's emotions. In a fight, Crystal moves with unerring accuracy, while her hair belts out wild Bruce Lee-ish battle-cries. But mostly the hair just pigs out and snores and drools, um...eats and sleeps. Crystal is solar powered through the gem she houses in her midsection. When removed from the light source for too long, she crystallizes and becomes immobile.



Henry

THE AQUATIC BIPED

Henry is the least human in form, yet the most human in spirit. The actual character of Henry is a body of morphing water encased in a very awkwardly constructed eco-suit. He has a curious and awestruck outlook on life, and humans in general; Henry can't get over the fact that we have thumbs! He has a short attention span, and will often change thoughts mid-sentence. He interfaces with the ship and acts as the team's chief science officer and mobile recon unit. He formerly manned a bio-genetic ship for Karn, however broke free and eventually met up with the Wild 9.



Pilfer

He's a lunatic. He's insane. He's a Karn experiment in multiple personalities; 167 to be exact. HE'S THE CAPTAIN OF THE WILD 9 SHIP!?!?!?! Often found in the corner holding loud and obnoxious conversations with himself, Pilfer pilots the hunk-of-junk that is the Wild 9's mobile home base. His support staff is Henry and Pokkit, the latter of which, he incessantly badgers...mostly for fun. Pilfer has a pet gecko lizard whom he fervently believes is the most brilliant psychiatric mind in the universe; "Dr. Rasponovich". Truth is, is that this poor lizard is just a lizard, and is often terrified by Pilfer, who randomly snags the lizard and holds him against his ear, awaiting brilliant psychiatric advice. For the most part, Pilfer is bound in his straightjacket (things tend to go missing when his hands are free) with a huge padlock on the back. Oh, and he has a '9' carved into his forehead...now THAT'S team spirit!

- the living bomb -

Seeking to destroy the Wild 9, Karn forced his bio-engineers to create the most destructive being in all of the Andromeda Cluster. Poor Nitro is the result of that experiment. Encased within a protective suit, Nitro is sealed off from everything in his environment. Why? Because he is allergic to everything. Cat hair. Cotton wear. Cotton fibers. Cotton candy. Cantaloupes. Antelopes. Rainwater. Salt water. Salt water taffy. Moonlight. Gaslight. Neon. Freon. Whole milk. Low fat milk. Non fat milk. Raw vegetables. Cooked vegetables. Any food that starts with the letter "c" (except for chocolate. He's really really allergic to that!) **Q:** How do Nitro's allergies manifest themselves? **A:** HE EXPLODES!!! Hmmmmm...could be a powerful weapon, if you were smart enough.

CREDITS

THE SHINY TEAM:

Tall Man & President:
David Perry

Producer:
Stuart Roch

Lead Game & Level Designer:
Tom Tanaka

Creative Direction and Animation:
Kevin Munroe

Programming Talent:
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Malachy Duffin
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Others who have contributed in some way – major or minor, for better or worse - to this game:

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Alan	Martin	Ron	Tommy
Frederic	Nick	Sadie	
Gari	Rob	Scott	

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Mike Winfield
Ron Nakada

Artists Extraordinare:
Brandon Humphreys
Neil Hong

To anyone we forgot, left out, or otherwise shafted in the credits list, we apologize. You know who you are. (Because apparently we've forgotten, so we're doubly sorry!)

Characters & Story Designed and Developed by Kevin Munroe

Original Premise by Tom Tanaka

SPECIAL THANKS

The men who keep us working:

Fidel – For keeping all the hardware and software working
DP – For late night burgers and pizzas, as well as a clear lead to follow
Brad – For supporting the team through thick and thin against all who doubted

The women who made it easier us to work & kept our lives in order:

Molissa – For getting us into the country
Justine – For paying us and giving the programmer a place to sleep
Pamela – For making sure that we were well cared for
Nancy – For cleaning up our messes without getting too mad

The dogs:

Jesse – for playing ball and being mellow
Rusty – for making sure that there wasn't food in any trash can in the office

To all the people at Interplay around the world who have worked with us over the course of this project, believed in us, and have accepted our stubbornness: Brian, Chris, Chuck, Dick, Lisa, Lisa, (and Cult Jam), Trish, Alan, Alan, Alison, Allison, Mark, Liz, Cathy, Kellee, Barbara, Tony, Sarah, Lidia, Karen, Kirk, Kathy, Monica, Robert, Neal, Peter, QA, Rebecca, the list goes on and on...

And lastly, to all our wives, girlfriends, fiancées, husbands, boyfriends, and pets: We really were working late! Honest. Thanks for sticking with us through this.

Final thank you: To all the cows we've loved before.

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Once again, welcome.
Brian Fargo

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WILD 9™

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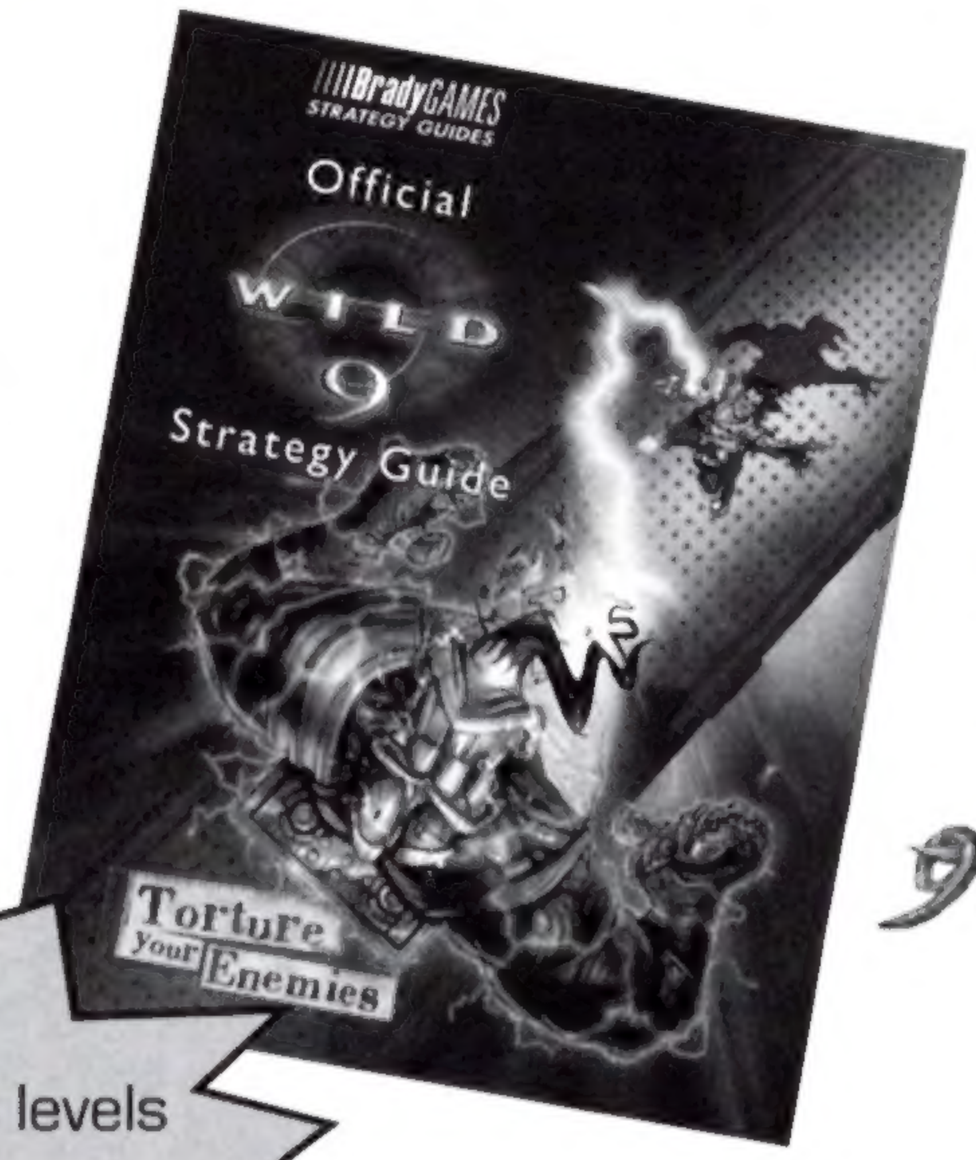

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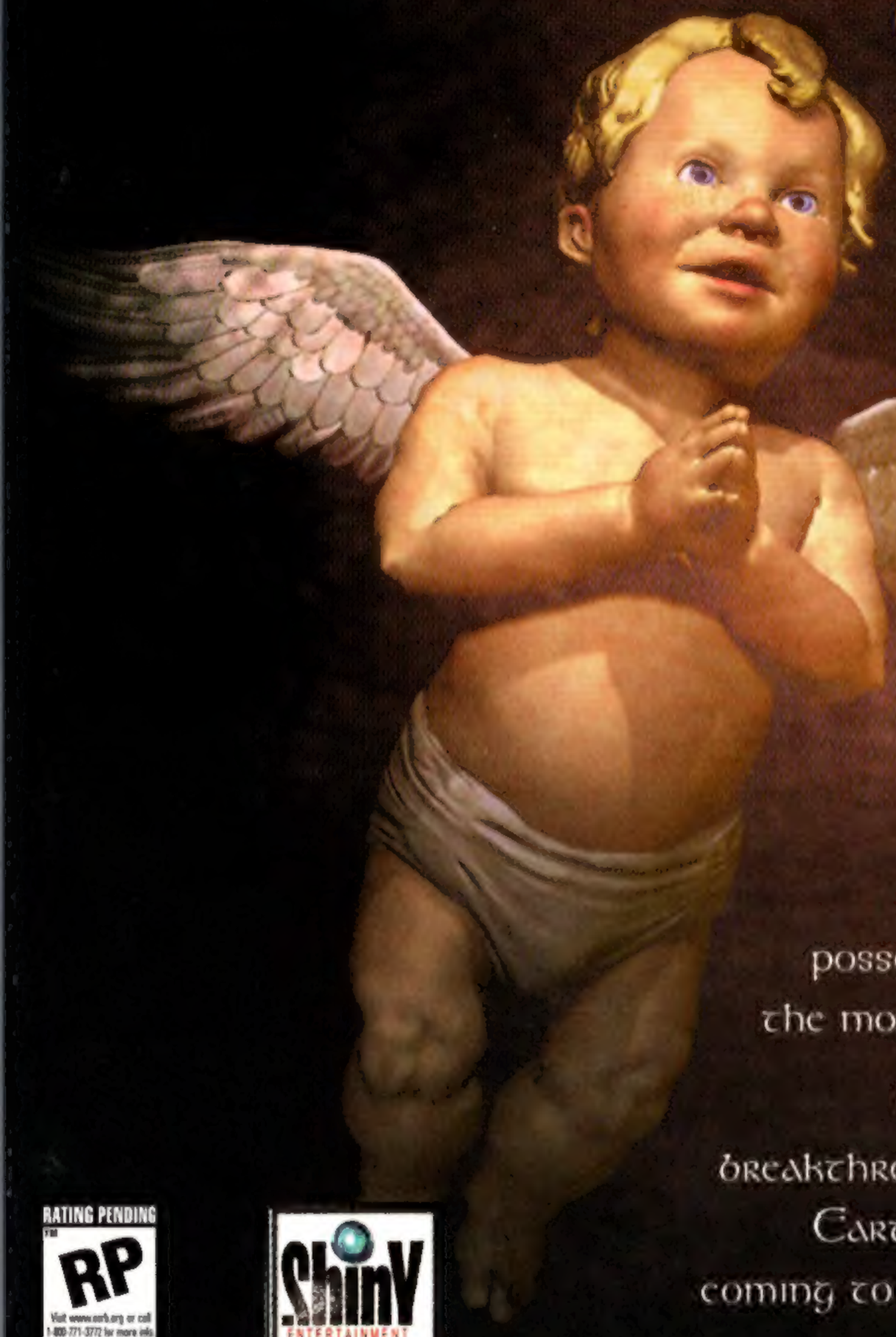

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